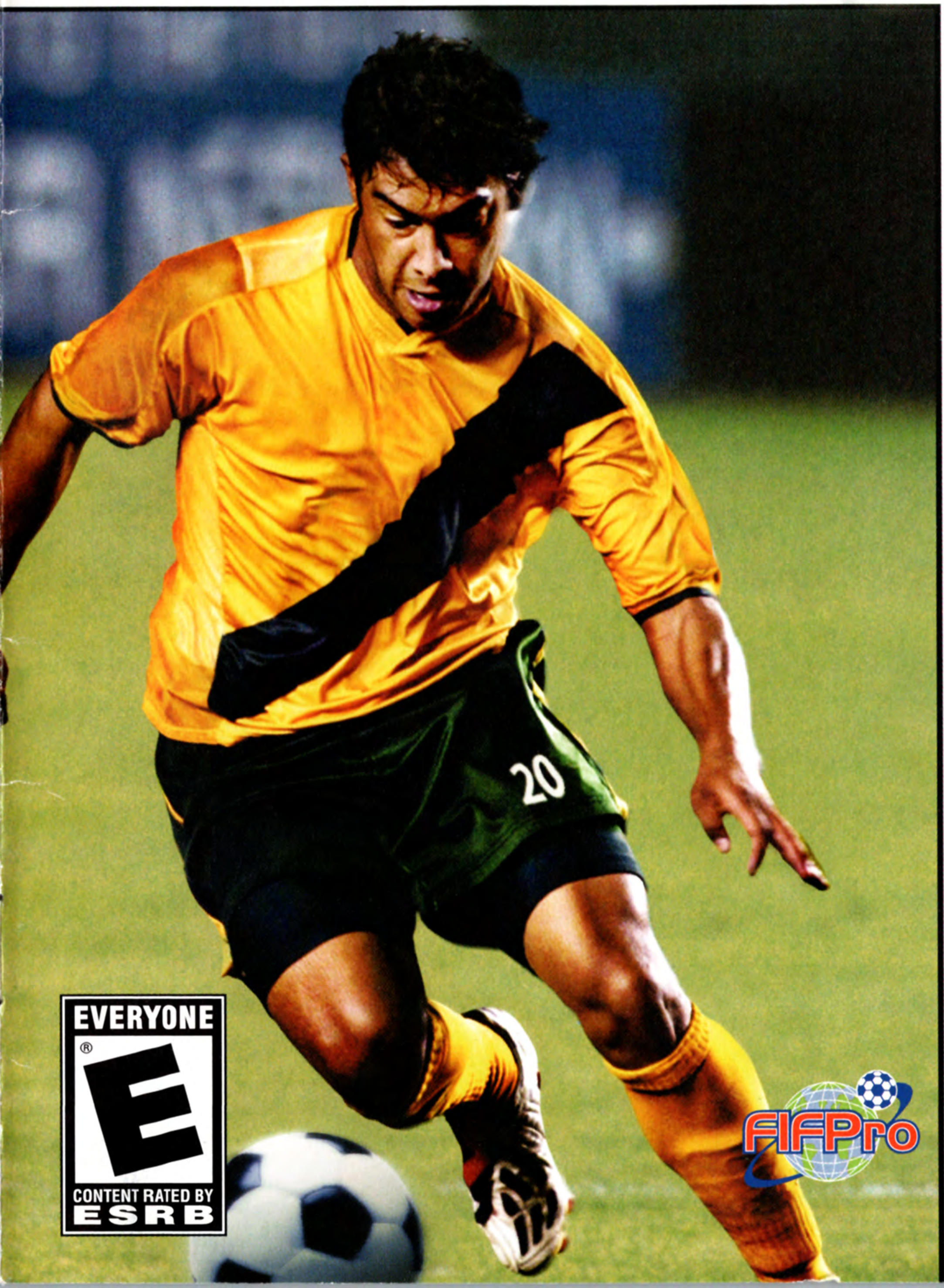
WORLD TOUR SOCCER 2005



EVERYONE

CONTENT RATED BY ESRB

FIFPro

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

World Tour Soccer 2005 Tips and Hints

Consumer Service/Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PlayStation®2 and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

Game Hint Guide Information

PlayStation Underground Game Guides
For free hints and tips visit us at **www.us.playstation.com**.

Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games produced by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

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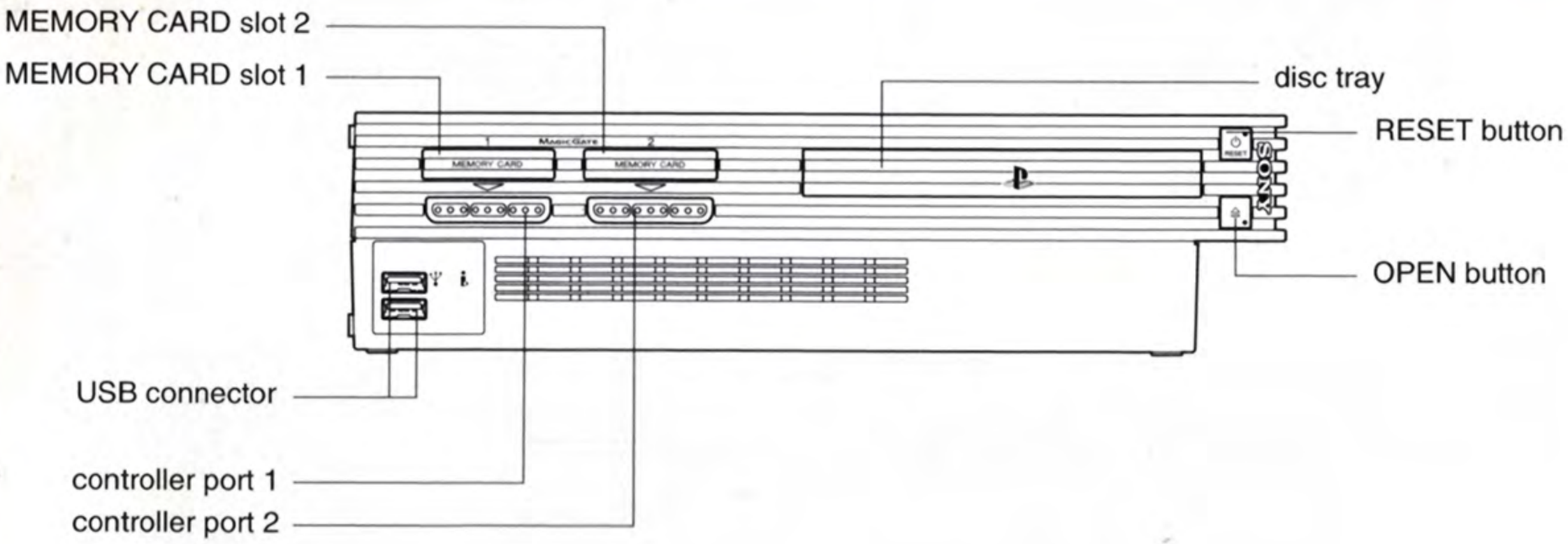
Getting Started



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the World Tour Soccer 2005 disc on the disc tray with the label side facing up.

Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD(8MB)(PlayStation 2)

Saving Data

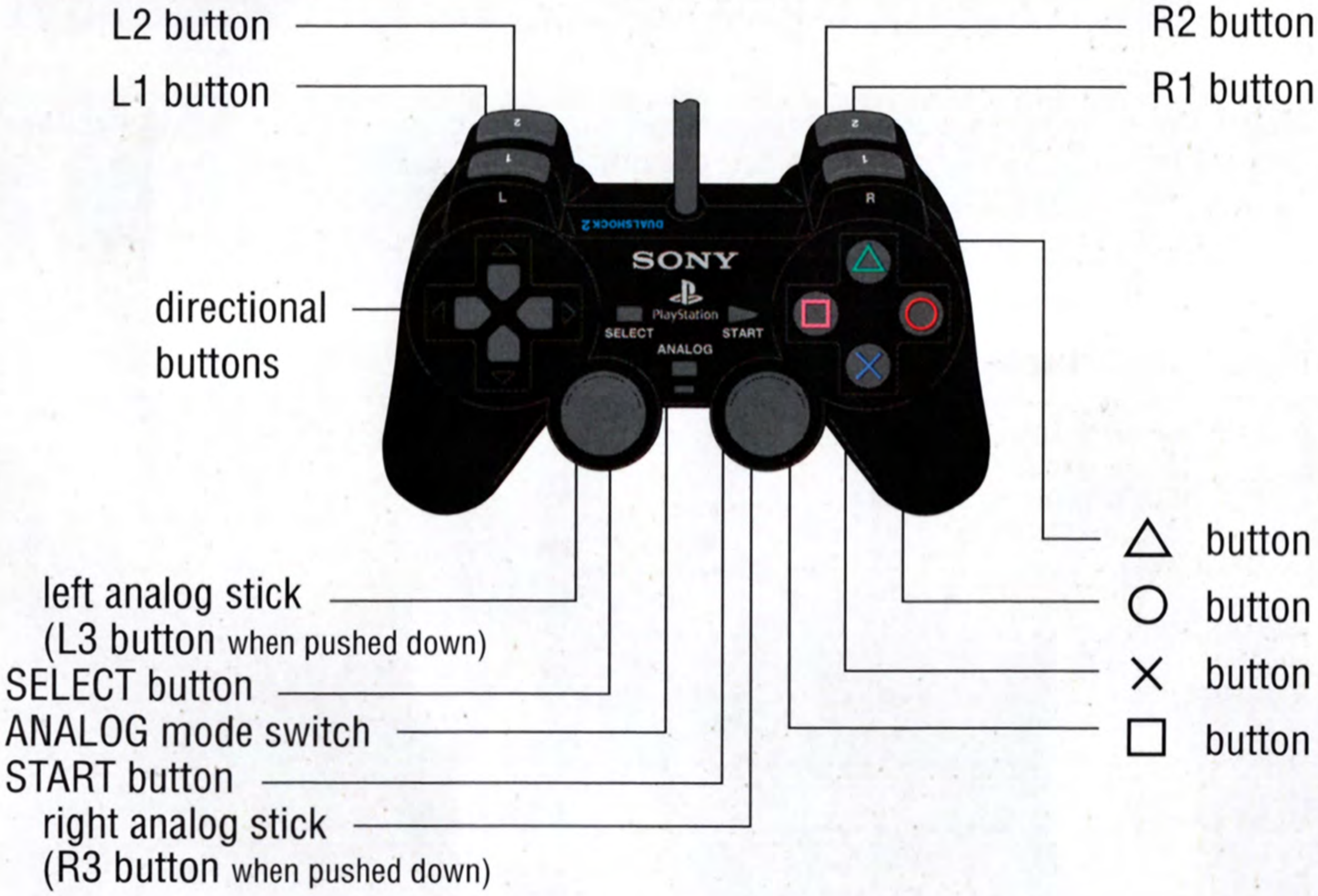
You must insert your MEMORY CARD before you save or load a file. World Tour Soccer 2005 saves user-defined options and all data for Competitions, Settings, and Records. 685KB of memory must be available on your MEMORY CARD in order to save Competition data, 390KB are needed for Settings data, and 108KB of memory is needed to save Records. If you do not use a MEMORY CARD all World Tour Soccer 2005 data will be lost when you turn OFF your PlayStation 2 console.

When you turn on your PlayStation®2 console, if a MEMORY CARD is inserted you will be asked if you want to create a save file. A save file is used to save all game and competition data while you play or set up World Tour Soccer 2005. Once a save file is created, you will be brought to the Main Menu.

Note: You can also create and load a saved file from the MEMORY CARD Menu located in the Options Menu.

Getting Started

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



■Autosave

Autosave is used to automatically save all game data changes and competition data to your MEMORY CARD. When you make the first change to your game's settings, you will be asked whether you want to set Autosave ON. Autosave can also be turned ON/OFF from the MEMORY CARD Menu located in the Options Menu.

Game Controls

Left Analog Stick

Use the Left Analog Stick to control any aspect of the game where you would use the ⬆ / ⬇ / ⬅ / ➡ controls of the D-Pad.

Note: You can choose from three different controller configurations for your game setup. From the Controller Assign screen, press L2 / R2 to select from a configuration of WTS1, WTS2, or WTS3. The default configuration of WTS1 is described below. See page 20 for configurations of WTS2 and WTS3 controls.

Offensive Attack

Player movement ..... ⬆ / ⬇ / ⬅ / ➡

Shoot / Defensive clearance ..... ◯

Short pass ..... ✕

Aerial pass ..... □

Throughball ..... △

Spin* ..... L1 (tap)

Step over ..... L1 (hold)

Sprint R1

Deliberate dive R2

Shimmy ..... L2 (tap)

Wrong foot ..... L2 (hold)

Change in-game strategy (see page 8) ..... Right Analog Stick

Pause game ..... START

*Only available for certain star players.

Advanced Offensive Attack

Ground pass one-two ..... ✕ then △

One-two with return chip pass ..... ✕ then □

Give and go ground one-two ..... ✕ then hold △ - release for return pass

Give and go one-two with return chip pass ... ✕ then hold □ - release for return pass

Volley / Header pass ..... □ (as ball approaches in air)

Volley / Header shot ..... ◯ (as ball approaches in air)

Game Controls

Set Pieces - Goal Kicks

Kick ball long	▣
Pass ball to teammate	⊗
Initiate Icon Passing (see page 9)	L2
Change zones for Icon Passing	R2
Camera zoom	R1

Corner Kicks/Free Kicks

Kick ball	▣
Pass ball to teammate	⊗
Initiate Icon Passing (see page 9)	L2
Change zones for Icon Passing	R2
Camera zoom	R1
Shoot ball	◉

Throw In

Roll / Throw ball short	⊗
Throw ball long	▣

Defense

Player movement	⬆ / ⬇ / ⬅ / ➡
Switch player	⊗
Hook slide tackle	▣
Block tackle	◉
Two footed slide tackle	△
Sprint	R1
Deliberate foul	R2
Teammate assist	L1 (hold)
Goalie rush out	L2 (hold)
Change in-game strategy (see page 8)	Right Analog Stick
Pause game	START

Defending Free Kick

Move wall right	R2
Move wall left	L2
Make wall jump	L1

Playing the Game

Strategies

In-game strategies allow you to change your team's offensive and defensive playing style, such as player locations and assignments, on the fly. Hold the Right Analog Stick ⬅ / ➡ to cycle through game strategies and ⬆ / ⬇ to cycle through different team formations. As you set your calls, the strategy symbols shown below will appear in the bottom corner of the screen.

Balanced

All Out Defend

All Out Attack

Push Down Wings

Counter Attack

Push Down Center

Taking Shots On Goal

The shooting system allows you to set the exact height and direction of your shot. Hold ◉ to start the shot meter. The longer you hold ◉, the higher the bar on the meter will rise, which will determine the height of your shot. Tapping ◉ will result in a shot along the ground. The direction that your player is facing and whether you use the Left Analog Stick ⬅ / ➡ to curve your shot will determine the direction of the kick.

Auto Crossing

When in the crossing zone of your opponent's half of the field, an aerial pass will cross the ball into the center. You will know when your player is in the crossing zone, as the control icon under his feet will change. Crosses feature automated curving of the pass to help direct it to an open player. Depending on the location of the goal, using the Left Analog Stick when an aerial pass is released will determine the curve on the ball.

1. **Left Analog Stick away from the goal -** the ball will curve away from the goal, depending on the foot the player kicks with.
2. **Left Analog Stick towards the opposite goal -** a low driven cross, good for volleys or diving headers.
3. **Left Analog Stick DOWN** - a high, looping cross, good for headers or overhead kicks.
4. **Left Analog Stick DOWN towards the goal -** the ball will be curled towards the goal, depending on the foot the player kicks with.
5. **No directional control** - a normal cross.

Set Pieces

Before goal kicks, corner kicks, or free kicks, you can press L2 to choose a set of controls for putting the ball in play. You can use the Directional Passing system or the Icon Passing system.

Directional Passing

During set pieces, to kick the ball to a part of the field or a particular player in a set piece, press the Left Analog Stick ⬅ / ➡ to point to a location of the field, and then press ▣ to start the shot meter. Hold ▣ for a long pass or kick or tap it for a short pass or kick along the ground.

Playing the game

Icon Passing

The Icon Passing system allows you to target certain locations of the field with your kick. Button icons that correspond with the buttons on your controller will appear in zones on the field. Press ⊗, □, △, or ○ to aim a kick towards that area of the field. To change zone locations, press R2. You can also force the targeted player to run in a certain direction for the pass by using the Left Analog Stick while holding the corresponding icon button of your controller.

Throw-ins

You can use either the Directional Passing system or the Icon Passing system to throw the ball in from the side to a particular player.

Penalty Shots

You can aim a penalty shot towards five different areas of the goal as shown below. Press and hold ↑+← or ← to aim at zone 1, ↓+← for zone 2, ↑+→ or → for zone 3, ↓+→ for zone 4, or ↑, ↓ or no direction for zone 5.

Press ○ to stop the accuracy meter bar within the accuracy zone to strike an accurate shot. If you shoot when the bar is outside of the accuracy zone, you will miss the penalty. The speed of the bar within the accuracy meter and the size of the accuracy zone will be determined by each player's composure and shooting accuracy ratings.

Saving a Penalty

To save a penalty shot, choose a direction for your goalie to dive by pressing ⊗ + ←, →, ↑, or ↓. Not pressing a direction or by pressing just ↑ or ↓ will keep the goalie in place, standing his ground in an attempt to make a save from anything aimed down the middle.

Note:You can press ← / → before the shot is taken to move your goalkeeper left and right along the goal line in an attempt to psyche out the kicker.

Curving The Ball

To apply curve to passes or shots press the Left Analog Stick ← / → in the direction you want the ball to curve after you release it.

Pause Menu

Press START during a game to bring up the Pause Menu. Available options allow you to make additional changes to your game setup. See Options on page 17 and Team Management on page 12 for information on menu items not shown here.

Playing the Game

Continue Match
Return and play the current game where it was paused.

Replay
Replay the latest possession. Use the on-screen replay controls to operate the replay function.

Match Stats
You can view the stats of the game as the match unfolds.

Controller
From the Controller Menu you can switch teams, reassign a user record name, or select a different controller configuration. If you do choose to switch teams or reassign a user record name during a match, that match will not be recorded in Records.

Restart Match
You can start the current match over at any point during the match.

Abort Match
Quits the current match. If you quit a match during a competition, you will lose the game.

Exhibition

Exhibitions are matches that can be played by choosing any two teams. Before your game starts, take the opportunity to customize your game options at the Match Setup screen.

Match Setup

Difficulty
The game's difficulty level will determine the offensive and defensive ability of the players. The Master Class level will provide you with the most advanced and realistic playing level.

Extra Time Format
If your match is tied at the end of regulation, the match will be decided by the results during extra time.

Normal
Set to Normal, extra-time is played in its entirety (two halves of 15 minutes each). The team with the most goals at the end of extra-time is the winner. If the game is still tied after extra-time, there is a shootout in which each team gets 5 penalty shots. The team that scores the most goals in the shootout wins. If the game is still tied after the shootout, a sudden death match will take place. Both teams will take turns shooting additional penalty shots and the winner will be the first team to score.

Golden Goal
Set to Golden Goal, the winner is the team that scores the first goal during extra-time. If no goals are scored at the end of the extra-time, the game will move to a best-of-5 penalty shootout. If the score remains a tie, the teams will take turns shooting penalties until the first goal is scored and their opponent does not score.

Silver Goal
Set to Silver Goal, the entire first half of the extra-time is played and the team that scores the most goals is the winner. If the game is tied at the end of the first half of the extra-time, the second half is played. If the game remains tied after the second half, the game will be moved to a best-of-5 penalty shootout. If the score remains a tie, the teams will take turns shooting penalties until the first goal is scored and their opponent does not score.

Second Leg
Using the Second Leg option, you will play two exhibition matches instead of one. The total score of the two matches will determine the winner.

Playing the game

Yellow/Red Cards

During a match, referees can use yellow or red cards to determine the severity of a foul. If a player receives two separate yellow cards or one red card for fouls on the field, he will get ejected from the match. When a player gets ejected, his team will have to finish the match one man short.

Offsides

A player is offside when he is nearer to his opponents' goal line than both the ball and the second to last opponent.

Team Selection

There are hundreds of teams to choose from including those from International and Club leagues as well as Timewarp Club teams, schools teams, semi-pro leagues, and teams that you have created and saved to your MEMORY CARD (8MB)(for PlayStation 2). You can also choose from a list of your top ten favorite teams that you have been using.

1. To select teams, press ← / → to select Internationals, Clubs, Specials, or Favorites.
2. Press ↑ / ↓ to select a team option, and then press ← / → to select the team category of International, Clubs, etc.
3. Press ⊗ to enter a team list.
4. Press ↑ / ↓ to select a team, and then press ⊗ to choose the home team.
5. Repeat these steps to choose an away team.
6. Once you have selected home and away teams for your match, determine the kit (uniform) styles. Kit selections for both teams are made at the same time by pressing ← / → to select styles.

Assign Controllers

Select your control of a team for the match from the Assign Controllers screen. You can also switch the player switching mode from manual to automatic, choose a user record name, choose a controller configuration, and turn the vibration feature ON/OFF. Using a Multitap, up to eight users can play in an exhibition match.

1. Press ← / → to select a team.
2. Press ▣ to choose Manual or Automatic player switching during the match. Automatic player switching will occur during the match by always switching you to the player closest to the ball. To move closest to the ball with Manual player switching, you must press ⊗ during gameplay.
3. Press L1 / R1 to scroll through and choose a user record name from the list of users that you have created. User records keep track of game statistics from teams and players that you control. See User Records on page 19 for more information.
4. Press L2 / R2 to choose a controller configuration. You can choose from one of the three available controller configurations – WTS1, WTS2, or WTS3.
5. Press ◎ to toggle the vibration option ON/OFF.
6. Press ⊗ to continue.

Playing the Game

Team Management

From the Team Management screen, you can edit your team's line-up, formations, and player roles as well as set your team's default strategy for the match. Remember that strategies can be changed on the fly during gameplay by holding the Right Analog Stick.

Edit Formation

Formations are made up of three lines that include defense, midfielders, and attackers that determine the balance of your team on the field. Select the formation that you would like to use for your match. You can also edit a formation by customizing its lines. Using the formation display in the center of the Team Management screen, you can watch as you make line changes to make sure that your edits are satisfactory. By customizing your lines and formations, you can create different kinds of defensive minded and attack style formations.

Default Strategy

Default Strategy is your team's offensive and defensive style for the match. Strategies will determine the types of offensive attack styles you use, the players used in running them, the defensive game plan, and how your players set up their defensive lines.

Edit Line-Up

Editing your line-up, you can set your starting line-up and assign your bench players. The number of players that you will have assigned to the bench will depend on the competition. The first eleven players shown on the player list are the team's starters. Those shown in orange are players assigned to the bench. Players listed below the bench players are considered inactive. Players can be substituted in and out of the line-up or you can change their positions on the field. To make a player or position change, highlight a player and press ⊗ to tag him, then highlight a different player and press ⊗ again. Both players will be moved to their new locations on the team roster.

Player Attributes

Listed next to each player on the team roster is a player rating which represents the player's overall ability. To view a more detailed list of your player's attributes, press ⬆/⬇ from the roster list to select a player and press ⊗ to bring up an attributes display window in the center of the screen. Press ⬅/➡ to view the player's complete list of attributes. To compare his attributes to a teammates', press ⬆/⬇ to select a different player and his attributes will be displayed along side that of his teammate.

Edit Player Roles

Player roles determine your player specialists, such as the team captain, the free kicker, the penalty kicker, and the corner kicker. To change a player's role, highlight a player and press ⊗ to bring up the roster list. Select a new player and press ⊗ to make the change. You can search for a suitable replacement and study player stats by pressing ▣.

Note: Player roles can only be assigned to starting players or those who are currently on the field during a match.

Competitions

World Tour Soccer 2005 provides five challenging and exciting competitions for you to choose from. You can play in Cup, League, and Season competitions or use the Career and Challenge modes. If you already have saved a competition onto your MEMORY CARD, you can continue it by selecting Load Competition from the Competitions screen.

Playing the game

After each game your team's news page will be displayed and will show all pertinent team information up to that date including player injuries and suspensions, any recent financial activity, and if you need to go to the Transfer Market to check your transfer news.

New Cup

A New Cup allows you to choose from 7 international cup competitions or play in a Timewarp Cup, which is an exciting cup competition featuring 20 teams spanning five decades. You can also create a Custom Cup that allows you to customize the entire cup format. Depending on the cup type and its format, you can set it up to include additional human teams and play for a number of different squads. For each cup you will also have the option to choose its difficulty level and match length.

Note: In World, Asia, and Euro Cups, you can decide whether it includes qualification group stages. If you qualify by winning in the group stages, you will enter the competition's semi and finals rounds.

Custom Cup

When playing a Custom Cup you can create the cup format by choosing whether to include group stages, the number of groups, the number of legs in the group stage, the number of teams to advance from the group stages, legs in the knockout stages, and the extra time format.

Selecting Teams

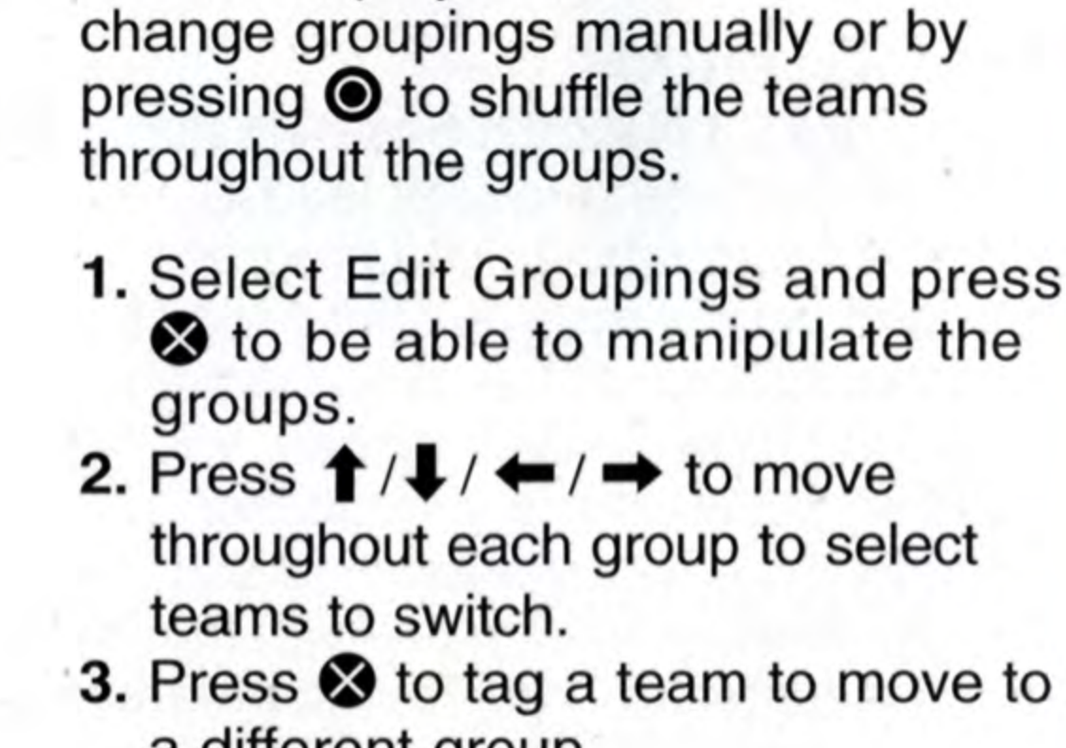
When choosing your teams for the cup competition, you will be selecting all human teams first. For some cup competitions, you will also be able to choose the CPU teams. For these cups, teams will have already been selected, but you may clear the CPU teams and choose others to be represented by the CPU. Once cleared, you can select as many of the CPU teams as you like. If you only want to manually choose some of the CPU teams, you can randomly fill the rest by pressing ■. All team slots must be filled for human and CPU controlled teams before continuing to your cup competition.

To remove a selected team from a human or CPU team list, press ✕ to reenter the Team Selection list. Press ↑/↓ to highlight the same team, and then press ✕ to clear the team and create an empty slot. You can then select a new team for the competition.

Edit Cup

From the Edit Cup screen, you can alter the groupings of the cup competition by reworking the makeup of each group. Teams within each group play one another to determine which teams move on to additional playoff rounds. You can change groupings manually or by pressing ◉ to shuffle the teams throughout the groups.

1. Select Edit Groupings and press ✕ to be able to manipulate the groups.
2. Press ↑/↓/←/→ to move throughout each group to select teams to switch.
3. Press ✕ to tag a team to move to a different group.
4. Press ↑/↓/←/→ to select a new team and press ✕ to make the switch.



Playing the Game

New League

The New League mode allows you to create a custom league, play in a Timewarp Club League or play in a Super Team League. Creating a custom league you can choose the number of teams that play and number of times they play each other. In a Timewarp Club League you will be competing with and against the 20 best teams of all time.

Superteam Championships

To be able to play in a Superteam League, you must earn enough tokens through your gameplay to be able to purchase a Superteam from the Club Shop, which is located in the Records Menu. Superteams are made up of a team's greatest players throughout its history from each continent. See Club Shop on page 19 for more information.

New Season

There are 23 National Seasons that you can play including regular league and club tournaments. As you progress through each year, you can qualify for continental and global club competitions. From the New Season screen, you will be able to customize your season by choosing the difficulty level, match length, home stadium, and whether to include transfers. The Transfer Market only applies in Season mode. Before starting your season, you can customize your team (except Player Attributes) using all of the options described in the Custom Team section on page 17.

Transfers

Transfers allow you to bid on players from other teams and sell players from your team. Each team starts the season with a modest bank balance for purchasing players. You can earn more money buy winning trophies or selling players. The more money you have the more you can invest in other players. A team must have a minimum of 18 players and is only allowed a maximum of 26.

Competition Homepages

Once your New Cup, New League, or New Season is set up, you will begin your play from the competition's homepage where you will be able to manage your team, view the fixtures, check out standings and performance stats, set options, and save or quit a competition. The following are options that may appear on any homepage.

Team Management

During a competition, in addition to those options shown under Exhibition Team Management on page 12, you can also edit your player's shirt numbers.

Transfer Market

In the Transfer Market, search for players who will be an asset to your club or look for potential buyers of your players.

Note: As players get older they will eventually retire. If you cannot sell your aging players, as they retire, a youth player from your team will replace them on the squad.

News

News of player bids can be read from the News screen. During the season, if you receive a bid for a player, you will be alerted to it when you read your team news after a game. Before progressing to the next match you must go to the Transfer Market and deal with any pending inquiries from the News item. If you accept the bid, that player will leave your team and the money will be moved into your account immediately. If you make a bid for a player and it is accepted, the player will be added to your team. You will only be able to sell players when you receive a bid for them.

Playing the game

Search Players

To find the right players to bid on, search for players that meet your team needs. From this screen, you can narrow your search for a player down to specific types of players. For instance, you can focus your search on positions, player value, player age, transfer status, country of origin, etc. The results of your search will depend on the criteria you enter.

1. Press ⬆/⬇ to choose a search option, and then press ⬅ / ➡ to change the type.
2. Press ⬆/⬇ to select Search, and then press ⊗. The search results will show every player that fits your selected criteria.
3. Browse the Search Results grid in an attempt to find the right player for your team. You can press ⬅ / ➡ to select an attribute column, and then press ◉ to sort each player, organizing the player list from best to worst.
4. Press ⬆/⬇ to highlight the player that you would like to make a bid on, and then press ⊗ to continue to the Player Profile screen. From this screen you will have the opportunity to look over the player's stats one last time before making a bid. You can then either make a bid or add the player to your shortlist where you can offer him a bid at another time.
5. To make a bid, highlight Make Bid and press ⊗.
6. Press ⬅ / ➡ to choose a bid number, and then press ⊗. If a bid is rejected you will have the option to submit a new bid. It is important to remember that if you submit three bids on one player and they are all rejected, that team will not do business with you for a period of time. If your bid is accepted, you will be able to add the player to your team.

Shortlist

You may want to add a player to the shortlist if you are not sure whether you should bid for him or if your team does not have enough money to sign him. You can have a maximum of ten players on your shortlist. By adding players to the shortlist, you can take your time to decide on which player you should sign. If your shortlist is full and you want to add another player, you must first remove a player to create an open position. When you place a player on the shortlist you will be updated with any transfer news relating to that player. If other clubs show an interest in him as well, you will be notified of the situation. If another team makes a bid, you will also have the chance to make a bid.

Set Squad Status

Using the Set Squad Status option, you can set the transfer status of each player. A status of "Available" indicates that you are willing to consider bids on the player, but that you are not actively trying to sell him. By listing a player as available, other teams will know that if they want him, they will have to make a good bid. A status of "Unavailable" indicates that you are not willing to consider any bids. Newly purchased players are always listed with a transfer status of unavailable. A status of "Transfer Listed" indicates that you want to sell the player and that you will consider any bid.

Note: Player values will be listed to help you make good transfer decisions.

Playing the Game

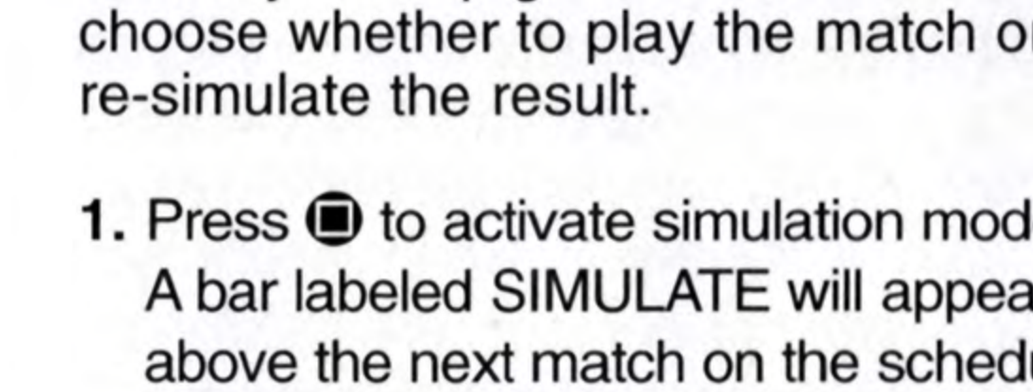
Transfers In/Out
Transfers In/Out will show your transfer activity on a per season basis. Each year it will keep track of the players you have purchased and the total amount of cash you have spent to obtain them. It will also show the players you have sold and the amount of earnings from each sale.

Finances
Your team's finances are important to keep track of and from this screen you will be able to see the incoming and outgoing funds for the year's total and the current week. You will also find the team's available funds used to purchase players, fields, teams, and more.

Schedule
The Schedule screen shows the team's schedule for the Cup, League, or Season. Although games must be played in order of the schedule, you can simulate as many games as you like. The more games you simulate however, the worse your team's results will be. You have a much better chance of winning games if you play them.

Simulating Games
To prevent you from simulating any previously unscheduled matches and being knocked out as a result, if you simulate a large number of matches the simulation will stop before your cup game. You can then choose whether to play the match or re-simulate the result.

1. Press ■ to activate simulation mode. A bar labeled SIMULATE will appear above the next match on the schedule. In a New Season you will have to press ⊗ to enter the fixture grid before being able to simulate a match.
2. Press ↑/↓ to move the bar, selecting the number of games you want to simulate.
3. Press ■ to simulate.



Cup, League or Season Standings
Standings show the win/loss record of each team, the date and opponent of each match, and the results of each round of tournament play.

Performance Stats
These stats show the performance of your players, team, and manager and will help you to analyze your overall team status.

Options
See Options on page 13 for more information on game options.

Save Cup, League or Season
Use the Save option to save your Cup, League or Season progress, if you are not using the Autosave feature. See MEMORY CARD on page 4 for more information.

Quit Cup, League or Season
If you want to quit the current competition, use the Quit option. Any unsaved data will be lost upon quitting a competition.

Playing the game

Career Mode

Career mode is a season format with the goal of getting a school team promoted from the School League into the Semi-Professional League within one year. Once you reach the Semi-Professional League, you have two chances to win the league and get promoted to the lowest professional division of the league of your choice. If you succeed in the Professional League, you can earn money to purchase players in the Transfer Market. Before you start, you should customize your team using the options described in the Custom Team section on page 18. You can edit the team name, manager name, team kit, and player appearances.

Challenge Mode

Challenge mode is a fantasy league style of play where you receive points for your performance on the field such as making tackles, passing the ball, and scoring goals. As long as you are skillful and play an attacking style of soccer, you will be awarded points. Sloppy play such as missed tackles and bad passes will result in a reduction of points. Challenge mode is a one-match game format.

Options

The Options Menu provides a way to alter your audio and visual settings as well as use your MEMORY CARD.

Audio

The Audio Menu allows you to adjust the volume levels of the commentary, the sound effects (SFX), and the music. You can also change the sound setting to either stereo or mono or turn it off entirely.

Display

The Display Menu allows you to customize what appears on the game screen during a match. The Widescreen option allows you to set the view to be able to watch the match on a widescreen TV. The Radar option provides a small screen that will show the game screen on a miniature scale. This will allow you to view all of the players and their field positions during play.

Memory Card

The MEMORY CARD Menu allows you to create or load a save file if you had not done so already when you initially started the game. You can also turn the Autosave feature ON/OFF from this menu. See Autosave on page 5 for more information.

Save Changes

Use the Save Changes option only if you are not already using the Autosave feature.

Custom Teams

The Customize Team option enables you to customize the aspects of a team and use it to play any game mode. You can edit your team name, manager name, kits, player appearances, and skills of your team. You can also create players and even have some fun by adding you and your friends to a team. From the Custom Teams screen you can also load or delete any previously saved team from your MEMORY CARD or reset any customized team, which will return it to its default settings but will not remove it from your card.

Custom Teams Homepage

When you choose a team from the Choose Team To Customize screen, you will be brought to the Custom Team Homepage where you can choose the areas of the team to customize. You can edit the manager name and appearance, team name,

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team management, team flag, team kit, and any of the players. Once you make changes to your team, you can save them to your MEMORY CARD using the Save Team option.

Edit Manager Name/Edit Team Name
The virtual keyboard will enable you to change the team and manager name.

Edit Team Management
Change the team's starting players or change the player assignments such as the captain and specialty kickers. You can also change the team's game strategies from this screen. See Team Management on page 12 for more information.

Edit Team Flag/Edit Team Kit
You can edit the flag and the home and away kit styles of each team. The editing process is based on a layering system of which you choose a base color and then apply layers of styles on top of each other. Each flag or kit can be given several layers of design and color. Note that layer 0 applies only to the base color of the flag or kit. You cannot apply a design to this layer, only change its color by using the edit color function. By selecting layers 1 through 7 you can build up the design and colors of a flag or kit. Each subsequent design is layered over the previous design (e.g., the design of layer 2 will be placed over the design of layer 1). Start by selecting the base color for your design by highlighting the Edit Color option and pressing ⊗. The color palette will be displayed and by pressing L2 / R2 you can scroll through all of the different color palettes. Press ↑/↓/←/→ to select a new color, and then press ⊗ to choose a color. You can then place up to seven layers over the top of the base layer.

Note: Kits have a number of different parts that allow for layers such as collars, sleeves, shirts, shorts, and socks and others such as shirt number, short number, and badge that do not. Be sure to scroll through all of the kit parts to see what is available.

Edit Player
You can edit any player on your custom team's current roster. You can also create a new player or replace/add a player from a different team. To edit a player, highlight a player on the squad and press ⊗. To replace a player or add a player into an empty slot, highlight a player or a slot labeled "EMPTY" and press ◉. You will be brought to the Replace Player screen where you can choose a team and then select a player to add to your roster.

Note: Any edit of a player that plays for multiple teams will be carried over to each team.

Player Attributes
You can adjust any of your player's attributes by altering his ability level for each skill. Outfield players have 22 skill attributes and goalkeepers have 4. As you lower a skill level, the Remaining Skill level bar located at the top of the screen will increase, giving you points to increase other skill attributes.

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Player Appearance
You can customize the appearance of each player by changing his ethnic origin, head shape, face type, hair style, hair color, and more. At any point during the editing process, press L1 / R1 to rotate the player model and get a good view of his appearance.

Note: Certain star player faces are created by a special graphic system in order to achieve the highest possible level of graphical realism. Their faces cannot be customized in the Edit Player Appearance screen. However, you can still customize all of their other attributes.

Edit Player Kit
From this screen you can customize the appearance of your player's kit. You can choose whether he tucks in his shirt, the length of his sleeves, how high he pulls up his socks, and the color of his boots.

Records

User Records are a fun way to track the stats of teams that you have controlled. If you create user names and assign them to a team, as you play each game, your team stats (e.g., wins, losses, etc.) will be tracked and attached to your user name. At the completion of a competition, stats can be viewed for every user record name from the Compare Users screen. For as many of the user record names that are used to play a game, stats will be kept for each.

From the Records screen, you can edit up to eight user record names, clear a previously created user record name, compare user stats, view manager performances, check out the Trophy Cabinet, and visit the Club Shop.

Trophy Cabinet

The Trophy Cabinet screen displays the hardware won during different competitions for every user record name. Each trophy will display the hardest difficulty level at which it was won.

Club Shop

As you win in competitions, you will accumulate tokens that can be used in the Club Shop to purchase rewards such as special sound effects, playing fields, superteams, and transfer money boosts. Each reward will display the cost in tokens necessary to purchase it. As you highlight a reward you will see its information and how many tokens it costs. Some rewards require that you enable them before they can be used in a game. Once purchased, press ⊗ to enable your reward. You can disable a reward by pressing ⊗ again.

Note: Only one set of sound effects can be enabled at one time.

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Complete Controls Chart

	WTS1	WTS2	WTS3
Move Player	↑, ↓, ←, → or Left Analog Stick	↑, ↓, ←, → or Left Analog Stick	↑, ↓, ←, → or Left Analog Stick
Sprint	R1	R1	△
Pause	START	START	START
Strategy Select	Right Analog Stick	Right Analog Stick	Right Analog Stick
Switch Player	⊗	L1	L2
Block Tackle	○	⊗	⊗
Hook Tackle	□	○	□
Slide Tackle	△	□	○
Deliberate Foul	R2	R2	L1
Teammate Assist	L1	L2	R1
Rush Out	L2	△	R2
Short Pass	⊗	⊗	○
Shoot	○	□	⊗
Defensive Clearance	○	□	⊗

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	WTS1	WTS2	WTS3
Aerial Pass	▣	◉	▣
Throughball	△	△	R1
Knock Ahead	R1	R1	△
Deliberate Dive	R2	R2	L1
Step Over	Hold L1	Hold L1	Hold L2
Spin	Tap L1	Tap L1	Tap L2
Shimmy with Knock Ahead	Hold L2	Hold L2	Hold R2
Shimmy with Knock Ahead	Tap L2	Tap L2	Tap R2
One-Two Ground Pass	✕ Then △	✕ Then △	◉ Then R1
One-Two Aerial Pass	✕ Then ▣	✕ Then ◉	✕ Then ▣
Give and Go Aerial Pass	✕, then hold △, then release △	✕, then hold △, then release △	◉, then hold R1, then release R1
Give and Go Ground Pass	✕, then hold ▣, then release ▣	✕, then hold ◉, then release ◉	✕, then hold ▣, then release ▣
Headed or Volleyed Pass	▣	◉	▣
Headed or Volleyed Shots	◉	▣	✕
Cancel a move	R3	R3	R3

Notes

Notes

Credits

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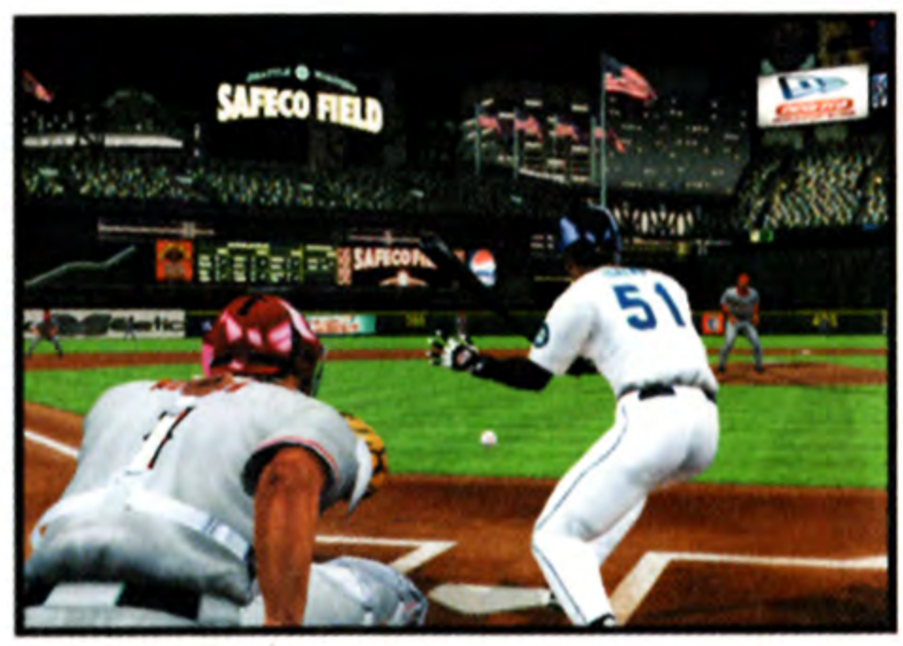

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